# Practical Privacy-Preserving Authentication for SSH

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NIST Crypto Reading Club ia.cr/2022/740

2022-08-23

SSH server

should I authenticate with pub key 6c6c6568...?

no

should I authenticate
with pub key 6c6c6568...?
no

should I authenticate with pub key 73616664...?

should I authenticate
with pub key 6c6c6568...?
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no :

yes

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no :

yes ▼ signature

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**problem:** server can fingerprint client:

► refuse all advertisements ⇒ learn all keys

shot with p

04 Aug 2015

# SSH WHOAMI.FILIPPO.IO

Here's a fun PoC I built thanks to Ben's dataset.

ssh whoami.filippo.io

For the security crowd: don't worry, I don't have any OpenSSH oday and even if I did I  $^{\circ}$ wouldn't burn them on my blog. Also, ssh is designed to log into untrusted servers.

Filippo Valsorda https://words.filippo.io/ssh-whoami-filippo-io/

shou with pu l keys

shot with p

shou with pu [[kochanski:~]\$ ssh whoami.filippo.io

\_o/ Hello Mike Rosulek!

Did you know that ssh sends all your public keys to any server it tries to authenticate to?

That's how we know you are @rosulek on GitHub!

Ah, maybe what you didn't know is that GitHub publishes all users' ssh public keys. Myself, I learned it from Ben (benjojo.co.uk).

That's pretty handy at times :) for example your key is at https://github.com/rosulek.keys

-- @FiloSottile (https://twitter.com/FiloSottile)

P.S. The source of this server is at https://github.com/FiloSottile/whoami.filippo.io

Connection to whoami.filippo.io closed.

l keys

shot with p

shou with pu

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#### **problem:** server can fingerprint client:

- ▶ refuse all advertisements  $\Rightarrow$  learn all keys
- can configure client to send only "correct" key

SSH server

should I authenticate with Bob's pub key? ves/no **problem:** server can fingerprint client:

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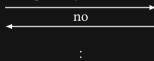
#### problem: client can probe server:

- offer someone else's pub key, observe response
- pre-emptive signatures possible (in principle)

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#### **problem:** server sees which key was used:

- ▶ and can **prove it!** ⇒ authentication not deniable
- fundamental to protocol

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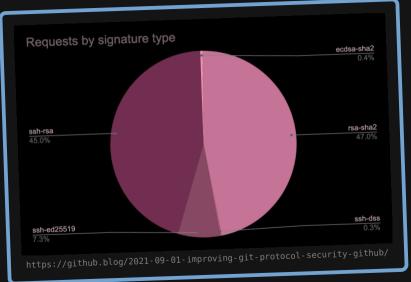
#### **problem:** server can act as honeypot:

- accept any key, even ones never seen before
- fundamental to protocol

server & client should learn minimal information

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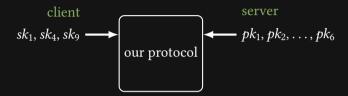
authenticate with respect to existing SSH keys



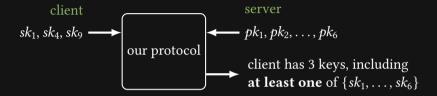
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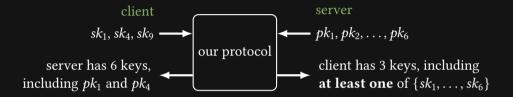
minimize reliance on per-site configuration



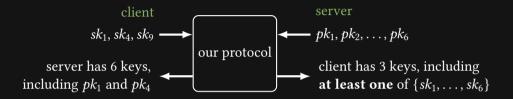
any mixture of existing RSA, ECDSA, EdDSA keys, in a single authentication attempt



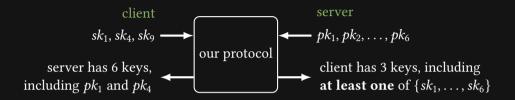
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- does not depend on site-specific configuration;
   safe to use all keys in every authentication attempts



- ► any **mixture** of existing RSA, ECDSA, EdDSA keys, in a single authentication attempt
- does not depend on site-specific configuration; safe to use all keys in every authentication attempts
- client won't connect unless server knows and explicitly includes one of client's keys

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client (with  $\{sk_i\}_i$ ):

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 $c, \{m_j\}_j \leftarrow \mathsf{Enc}\Big(\{pk_j\}_j\Big)$ 

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address ciphertext to  $\{pk_j\}_j$ ;  $sk_j$  decrypts c to  $m_j$ ; c hides  $pk_j$  recipients

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each party has set of items;

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### technical overview & contributions

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single MKEM construction supporting RSA, ECDSA, & EdDSA

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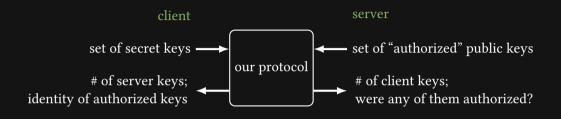
+ full UC security analysis

# of keys		RSA keys only		{EC,Ed}DSA keys only	
		(worst case for us)		(best case for us)	
client	server	time	comm	time	comm

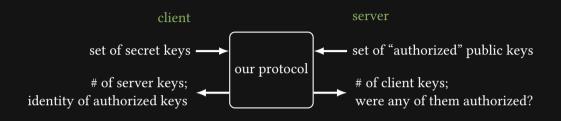
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5	10	60 ms	12 kB	9 ms	8 kB

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20	100	320 ms	53 kB	28 ms	12 kB
20	1000	1200 ms	460 kB	214 ms	41 kB

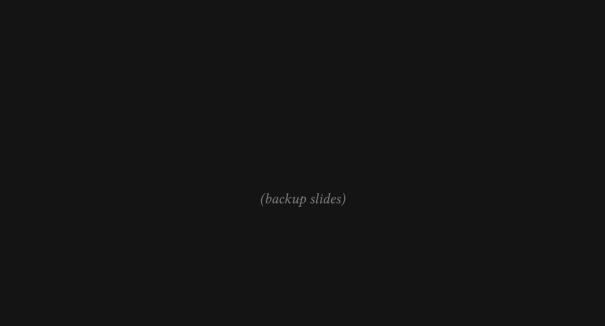


- ✓ efficient, practical
- ✓ mixture of existing RSA & EC keys
- ✓ safe without special per-site configuration



- efficient, practical
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thanks!

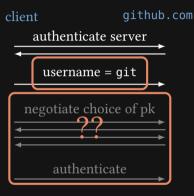








server must decide set of authorized keys before running our protocol!



 $commit \ to \ {\tt repositoryname}$ 

- server must decide set of authorized keys before running our protocol!
- server does not know repository name yet!



- server must decide set of authorized keys before running our protocol!
- server does not know repository name yet!
- use repository name as username

# anonymous multi-KEM

#### 1. anonymous multi-KEM

```
Alice: pk_A = g^a
```

Bob:  $pk_B = g^b$ 

Charlie:  $pk_C = g^c$ 

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Alice: pk_A = g^a
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Charlie: 
$$pk_C = g^c$$

 $ciphertext = g^r$ 

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Alice:  $pk_A = g^a$ 

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 $ciphertext = g^r$ 

Alice will decrypt to  $(pk_A)^r$ Bob will decrypt to  $(pk_B)^r$ Charlie will decrypt to  $(pk_C)^r$ 

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ciphertext hides set of recipients; even # of them!

Alice:  $pk_A = (N_A, e_A)$ 

Bob:  $pk_B = (N_B, e_B)$ 

Charlie:  $pk_C = (N_C, e_C)$ 

### 1. anonymous multi-KEM

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encrypt  $(r_A)^{e_A} \mod N_A$ encrypt  $(r_B)^{e_B} \mod N_B$ encrypt  $(r_C)^{e_C} \mod N_C$ 

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encrypt  $(r_A)^{e_A} \mod N_A$ encrypt  $(r_B)^{e_B} \mod N_B$ encrypt  $(r_C)^{e_C} \mod N_C$ interpolate poly P:  $P(N_A) = (r_A)^{e_A}$   $P(N_B) = (r_B)^{e_B}$  $P(N_C) = (r_C)^{e_C}$ 

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ciphertext = P

# PSI with proof of nonempty intersection

#### 2. private set intersection

each party has set of items; client learns intersection; server learns whether empty

<u>Alice:</u>	<u>Bob:</u>
$X = \{x_1, x_2, \ldots\}$	$Y = \{y_1, y_2, \ldots\}$





